

# Cruces Aeromodelers Alliance

## 1<sup>st</sup> Annual Cross Country

### Rules, Regulations, and Notes

- Each team is required to have 4 members
  - All passengers are required to abide by state vehicular laws, including wearing seat belts
  - Pilot – Primary pilot
  - Copilot/Spotter – Backup pilot, ensures pilot flies safely, warns of airborne dangers
  - Driver – Drives the course
  - Navigator – Ensure the driver follows the correct course, warns the driver and/or pilot about upcoming obstacles
  - Additional passengers are welcome
- Nitro/Gas/Electric allowed
  - No turbines
  - No planes over 55 pounds
  - Backup airplane allowed
    - No penalty for switching planes at a mandatory stop or landing
  - Hard flight ceiling of 200 feet
  - Plane should be capable of attaching a cup in order to carry items if required
  - Robust plane capable of taking off and landing on slightly loose dirt recommended
- The course will consist of 10 legs over approximately 29 miles
  - Odd legs (1, 3, etc) will end in mandatory stops, requiring retrieval of a task and allowing landing without penalty if necessary
  - Even legs (2, 4, etc) will end in mandatory landings, requiring a landing and a task of full team participation
- See map on website for route
  - Practicing the route without planes before the event is allowed
  - Printed maps will be available at the event
  - Expected average speed on pavement 25 mph, on dirt 15 mph, posted speed limit is 40 mph
  - Exact time to achieve will be announced at pilot's meeting the day of event
  - If the pilot is uncomfortable with the landing location, they may choose another nearby area to land, but must walk to the checkpoint from their chosen landing site

- Leg descriptions
  - Leg 1: 4.0 miles, paved, watch for occasional power lines
  - Leg 2: 2.8 miles, paved, ends on gravel side road, watch for occasional power lines
  - Leg 3: 2.9 miles, paved, watch for occasional power lines
  - Leg 4: 2.1 miles, paved, some hills, power lines follow road partway with crossings
  - Leg 5: 3.5 miles, paved, power lines on right, regular dips in road
  - Leg 6: 2.4 miles, dirt, expect occasional bumps
  - Leg 7: 1.6 miles, dirt, allowed to carry plane through gate before taking off for leg 8 if desired
    - **IMPORTANT:** Gate must be closed after leaving the area
  - Leg 8: 2.7 miles, dirt, expect occasional bumps, take left turn before gate to continue leg 9
  - Leg 9: 4.2 miles total, 0.5 on dirt, 3.7 on pavement, ends at leg 2 stop
  - Leg 10: 2.8 miles, paved, watch for occasional power lines, ends at leg 1 stop
- Penalties
  - All penalties applied will result in a larger time difference and therefore, a worse score
    - If the final arrival time is longer than the goal time, penalty time will be added
    - Likewise, if the final arrival time is shorter than the goal time, penalty time will be deducted
  - Each task will include posted rules for penalties
  - Task results must be brought to contest director for scoring: any results that are not delivered will receive full penalties
  - Unscheduled landings will receive a 2 minute penalty
- Tasks
  - Tasks may include but are not limited to
    - Simple trivia
    - Identification
    - Skill
    - Pilot skill
  - Full task requirements and rules will be posted at each stop